St. Peter's Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**Awesome Autumn** 1. Pumpkin Soup 2. Leaf Labyrinth 3. Garlands Galore	**Winter Warmers** 1. Feed the Birds 2. Making an Igloo 3. Snowmen Scarves	**Springtime** 1. Junk Scarecrows 2. Seed Sequencing 3. Rabbit Run	**Busy Bodies** 1. Make a Body 2. How we grow 3. Movement Algorithms	**Summer Fun** 1. Colour Collections 2. Journeys 3. Seaside Tangrams	**Super Space** 1. Amazing Aliens 2. Build a Rocket 3. Create an algorithm
Year 1	**Computing Systems & Networks – Technology Around Us** 1. Technology in our classroom 2. Using technology 3. Developing mouse skills 4. Using a computer keyboard 5. Developing keyboard skills 6. Using a computer responsibly	**Creating Media – Digital Painting** 1. How can we paint using computers? 2. Using shapes and lines 3. Careful choices 4. Why did I choose that? 5. Painting all by myself 6. Comparing computer art and painting	**Creating Media – Digital Writing** 1. Exploring the keyboard 2. Adding and removing text 3. Exploring the toolbar 4. Making changes to text 5. Explaining my choices 6. Pencil or keyboard	**Data and Information – Grouping Data** 1. Label and match 2. Group and count 3. Describe an object 4. Making different groups 5. Comparing groups 6. Answering questions	**Programming A – Moving a robot** 1. Buttons 2. Directions 3. Forwards and Backwards 4. Four directions 5. Getting there 6. Routes	**Programming B – Introduction to Animation** 1. Comparing tools 2. Joining blocks 3. Make a change 4. Adding sprites 5. Project design 6. Following my design
Year 2	**Computing Systems and Networks – IT around us** 1. What is IT? 2. IT in school 3. IT in the world 4. The benefits of IT 5. Using IT safely 6. Using IT in different ways	**Creating Media – Digital Photography** 1. Taking Photographs 2. Landscape or portrait? 3. What makes a good photograph? 4. Lighting 5. Effects 6. Is it real?	**Creating Media – Making Music** 1. How music makes us feel 2. Rhythms and patterns 3. How music can be used 4. Notes and tempo 5. Creating digital music 6. Reviewing and editing music	**Data and Information - Pictograms** 1. Counting and comparing 2. Enter the data 3. Creating pictograms 4. What is an attribute? 5. Comparing people 6. Presenting information	**Programming A – Robot algorithms** 1. Giving instructions 2. Same but different 3. Making predictions 4. Mats and routes 5. Algorithm design 6. Debugging	**Programming B – Introduction to quizzes** 1. ScracthJr recap 2. Outcomes 3. Using a design 4. Changing a design 5. Designing and creating a program 6. Evaluating

Year 3	**Computing Systems and Networks – Connecting Computers** 1. How does a digital device work? 2. What parts make up a digital device? 3. How do digital devices help us? 4. How am I connected? 5. How are computers connected? 6. What does our school network look like?	**Creating Media – Animation** 1. Can a picture move? 2. Frame by frame 3. What's the story? 4. Picture perfect 5. Evaluate and make it great! 6. Lights, camera, action!	**Creating Media – Desktop Publishing** 1. Words and pictures 2. Can you edit it? 3. Great template 4. Can you add content? 5. Lay it out 6. Why desktop publishing?	**Data and Information – Branching Databases** 1. Yes or no questions 2. Making groups 3. Creating a branching database 4. Structuring a branching database 5. Using a branching database 6. Two ways of presenting information	**Programming A – Sequence in Music** 1. Introduction to scratch 2. Programming sprites 3. Sequences 4. Ordering commands 5. Looking good 6. Making an instrument	**Programming B – Events and actions** 1. Moving a sprite 2. Maze movement 3. Drawing lines 4. Adding features 5. Debugging movement 6. Making a project
Year 4	**Computing Systems and Networks – The Internet** 1. Connecting networks 2. What is the internet made of? 3. Sharing information 4. What is a website? 5. Who owns the web? 6. Can I believe what I read?	**Creating Media – Auto Editing** 1. Digital recording 2. Recording sounds 3. Creating a podcast 4. Editing digital recordings 5. Combining audio 6. Evaluating podcasts	**Creating Media – Photo Editing** 1. Changing digital images 2. Changing the composition of images 3. Changes images for different uses 4. Retouching images 5. Fake images 6. Making and evaluating a publication	**Data and Information – Data Logging** 1. Answering questions 2. Data collection 3. Logging 4. Analysing data 5. Data for answers 6. Answering my question	**Programming A – Repetition in Shapes** 1. Programming a screen turtle 2. Programming letters 3. Patterns and repeats 4. Using loops to create shapes 5. Breaking things down 6. Creating a program	**Programming B – Repetition in Games** 1. Using loops to create shapes 2. Different loops 3. Animate your name 4. Modifying a game 5. Designing a game 6. Creating our games
Year 5	**Computing Systems and Networks – Sharing Information** 1. Systems 2. Computer systems around us 3. Transferring information 4. Working together 5. Better working together 6. Shared working	**Creating Media – Vector Drawing** 1. The drawing tools 2. Creating images 3. Making effective drawings 4. Layers and objects 5. Manipulating objects 6. Create a vector drawing	**Creating Media – Video Editing** 1. What is a video? 2. Filming techniques 3. Using a storyboard 4. Planning a video 5. Importing and editing video 6. Video evaluation	**Data and Information – Flat-file databases** 1. Creating a paper-based database 2. Computer databases 3. Using a database 4. Using search tools 5. Comparing data visually 6. Databases in real life	**Programming A – Selection in physical computing** 1. Connecting crumbles 2. Combining output components 3. Controlling with conditions 4. Starting with selection 5. Drawing designs 6. Writing and testing algorithms	**Programming B – Selection in Quizzes** 1. Exploring conditions 2. Selecting outcomes 3. Asking questions 4. Planning a quiz 5. Testing a quiz 6. Evaluating a quiz

Year 6	**Computing Systems and Networks – Communication** 1. Searching the web 2. Selecting search results 3. How search results are ranked 4. How are searches influenced 5. How we communicate 6. Communicating responsibly	**Creating Media – 3D Modelling** 1. What is 3D modelling? 2. Making changes 3. Rotation and position 4. Making holes 5. Planning my own 3D model 6. Making my own 3D model	**Creating Media – Web Page Creation** 1. What makes a good website? 2. How do you layout your web page? 3. Copyright or copy WRONG? 4. How does it look? 5. Follow the breadcrumbs 6. Think before you link	**Data and Information - Spreadsheets** 1. What is a spreadsheet? 2. Modifying spreadsheets 3. What's the formula? 4. Calculate and duplicate 5. Event planning 6. Presenting data	**Programming A – Variables in games** 1. Introducing variables 2. Variables in programming 3. Improving a game 4. Designing a game 5. Design to code 6. Improving and sharing	**Programming B - Sensing** 1. The micro:bit 2. Go with the flow 3. Sensing inputs 4. Finding your way 5. Designing a step counter 6. Making a step counter